



Volunteer Banker's Guide:

This is an officially sanctioned tournament, and as such, players may not act as bankers while playing. Each game table is to have four players plus a banker.

Gratuities for Volunteers— We are so thankful for our volunteers, and each volunteer will receive:

- One gift card
- One T-shirt
- Refreshments before and during the event
- A chance at winning door prizes

Number of volunteer bankers: We will need one banker per table. With 64 players, we'll need:

- 16 bankers for each of the first two rounds. (8:15 AM–12 Noon)
- 4 bankers for the semi-final round. (12 Noon–2:45 PM)
- 1 banker for the final game. (2:15 PM–4:00 PM)

Format:

- Four-game tournament
- All 64 players play the first two rounds.
- The top 16 players advance to the third, semi-final round.
- First three rounds are 75 minutes in length.
- 30-minute break between rounds
- The 4 winners of the semi-final round advance to the final, championship round.
- Championship round will be up to 100 minutes in length.

Time Commitment:

- Please arrive at 8:15 AM sharp for orientation.
- Round 1 starts at 9 AM sharp.
- Round 2 starts 10:45 AM
(12 volunteer bankers will be finished after the second round.)
- Lunch (included) is served at 12:00 Noon.
- Round 3 (semi-final) starts 1:00 PM
(all but 1 volunteer bankers will be finished after the semi-final.)
- The championship round starts at 2:45 PM and concludes at 4 PM.

Responsibilities:

- Before the game:
 - Attend orientation at 8:15 AM.
 - Get some coffee or other refreshments (on the house!)
 - Set up Game board.
 - Shuffle and set out Chance and Community Chest cards. If during the course of play, a contestant accidentally turns over two cards instead of one, the cards still remain in order.
 - Count out \$1,500 in game cash for each player and distribute.
(Two \$500s; four \$100s; one \$50; one \$20; two \$10's; one \$5; and five \$1s)
 - Set out and display deeds, 32 houses, and 12 hotels in an orderly and obvious way.
 - Welcome players, have them greet each other.

- During the game, act as a banker with responsibilities such as:
 - Pay \$200 salary when players pass GO.
 - Handle all property transactions, including selling, auctioning, mortgaging, and house and hotel building.
 - Receive monies from fines, income tax, Chance and Community Chest card fees.
 - During the game, act as referee for your table. At orientation, we will review the classic rules (at the bottom of this document), and the tournament rules, such as:
 - No rent “immunity”—When trading, a player may not offer a future consideration in lieu of payment, nor may a player negotiate with incentives unrelated to the game.
 - No bad manners— Rude or disparaging language should not be tolerated. Players should not malign other player(s) dealings just because it might affect them negatively. Players should ask politely before offering advice.
 - No money under Free Parking—all non-rental fees are paid to the bank.
 - No conspiracy—players may not form partnerships or teams.
 - No reminders—do not remind a property owner when rent is due. It is the property owner’s responsibility to collect their own rent. No one should not remind players to pay or collect rent. Freeloading is a legitimate part of the game.
 - Each player’s money must remain on the table. They do not have to disclose how much they have, but they cannot hide their money.
 - Trades that take place during a turn must involve the player whose turn it is. *e.g.* Player A and Player B may not transact a trade in the middle of Player C’s turn which may affect the outcome of Player C’s turn.
 - Thrown dice must land on the board. A thrown die landing on the Chance or Community Chest cards is legal if it is fully upright. A cocked die or a dice off the board—but only the dice or die affected—must be thrown again.
 - If two or more players want to buy houses during a “housing shortage”, the banker will auction the houses one at a time.
 - Call the tournament judge if you need help. Keep it light, keep it fun! It is only a game after all.
- After the game:
 - Record the winning time (minutes **remaining**) as seen on the displayed game timer.
 - Players should count his / her assets and complete a tally sheet at the end of each game.
 - Bankers should verify that each player has the assets claimed, including counting each player’s cash.
 - Double-check each sheet for accuracy, assign the correct score (see below), sign, and turn in the sheet to the judge’s table.
 - Collect game cash, deeds, tokens, and ready the set for the next game.

Scoring:

- Players will add up their total assets (Cash + Properties + Buildings) at the end of each round.
- Bankers at each table will verify totals.
- A player’s score for each round will be the **percentage** of the table’s total game assets rounded to the nearest tenth, without the decimal point. Here’s a real example from our 2021 Tournament:
 - Charles won with \$5,909 in total assets. John had \$2,098, Anthony had \$1,725, and Emily had \$1,212.
 - The total of the all assets at this particular table was \$10,944.
 - Charles’s percentage of the table’s assets is 53.993%, so his score would have been 540, **BUT** with the “win” bonus (explained below the table) his score was 790.

Player	player’s assets		game assets	score
Charles	\$5,909	÷	\$10,944	540+250= 790
John	\$2,098	÷	\$10,944	= 192
Anthony	\$1,725	÷	\$10,944	= 158
Emily	\$1,212	÷	\$10,944	= 111

- Win bonus: A winner with more than 50% of the table’s assets, (a score of 500 or more) will receive a 250-point bonus. However, a player’s **maximum** score for any round will be **capped at 1000**. A player who bankrupts all opponents at the table will receive no additional bonus.

- The 16 players with the highest aggregate score will advance to the semi-final round.
 - Tie breakers to advance to semi-final round:
 - First tie breaker—**game time**: If two players are tied on score, the player winning in the shortest amount of time will advance. So play fast!
 - Second tie breaker—**total assets**: If two players are tied on score *and* completion time is within 2 minutes (yes, really), then total assets will be used as a tie breaker. So win big!
- The 4 winners from the semi-final round will advance to the championship table.

- **We abide by the CLASSIC RULES that come with the game:**

- All fines are paid to the bank, no money is put under Free Parking.
- Only \$200 for passing GO, whether landed on or simply passed, Never \$400.
- **Buying Property:**
 - Players are not required to go around the board before buying a property. You can buy anything from the get go.
 - If a player does not wish to buy a property he / she lands on, The banker sells it at auction to the highest bidder. The person who did not buy it in the first place may still bid in the auction. Start auctions at mortgage value (see back of deed); go down or up as necessary.
- **Paying Rent:**
 - It is the property owner's responsibility to collect their own rent. Neither bankers nor other players should not remind players to pay or collect rent.
 - If rent is not collected before the next two rolls of the dice, rent cannot be collected for that instance.
 - Property owners may charge whatever they like for rent. It is the responsibility of the rent-payer to verify that they are paying the correct amount.
 - Rent for unimproved properties is doubled when an entire color-group is owned.
- **Jail:**
 - Your turn is over when you go to jail. If a player rolls doubles, lands on "Go To Jail", he / she may not roll again. Your turn ends when you go to jail.
 - Rolling doubles three times in a row, sends you to jail.
 - If you get out of jail by throwing doubles, you do not get to throw again.
 - You may conduct any and all business while in jail, including building houses, collecting rent, and trading property.
- **Houses and Hotels:**
 - There are only 32 houses and 12 hotels. If there is a spare, it should not be part of the game.
 - When building, houses / hotels must be built evenly, plus/minus one house. You can't have all your houses on one property.
 - If returning houses / hotels back to the bank, they must also be returned evenly.
 - Hotels cost 4 houses + the cost of a house. Players may build hotels without buying houses first **ONLY** if there are enough houses available. Players can strategically create a housing shortage in this manner. **EXAMPLE:** A player acquires Vermont, Oriental, and Connecticut and wants to immediately build hotels on each. There must be 12 houses available to do so, as if 4 houses could have been built on each property. If there are fewer than 12 houses, you cannot build hotels on each property.
 - If two or more players want more houses / hotels than are currently available, the houses / hotels will be auctioned and sold to the highest bidder. Each bidder must announce beforehand how many houses / hotels they want.
 - If houses are sold back to the bank, they are only worth half price. A house that was purchased at \$100 can only be returned to the bank for \$50.
 - The bank is the sole seller of houses and hotels, they cannot be traded among players.
 - Properties traded among players may not have houses or hotels on them.
- **Mortgages and Bankruptcy:**
 - Properties cannot be mortgaged with houses / hotels. They must be sold back to the bank first.
 - Mortgaged properties can be un-mortgaged for the cost of the mortgage value + 10%
 - If a player acquires a mortgaged property, the new owner must at once pay the Bank the 10% of the value of the property. The new owner may then, at their option, lift the mortgage by paying

- the principal upon acquisition, lift the mortgage later, or never lift the mortgage. If they wait to lift the mortgage, they must pay the interest again upon lifting the mortgage.
- If a player goes bankrupt to the bank, properties are auctioned off one at a time.
 - If a player A goes bankrupt to player B, all assets are turned over to player B except houses / hotels. They are first sold back to the bank at half price.
 - At time limit, only the player whose turn it is will complete his/her turn. If the dice have been passed before the buzzer sounds, then that player must complete his/her turn. In either case, the last player must complete their turn, including any doubles rolls, pay all rents and/or fines, collect all salaries and/or rewards as the game instructs.

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